



**WHEN 6 LOCATIONS ARE CRIPPLED, KNIGHT IS DISABLED**

NAME -

SKILLS & NOTES -

AIM TABLES						
Horizontal Aim	1	2	3	4	5	6
Aimed Attack	◀	⊕	⊕	⊕	⊕	▶
Standard Attack	◀◀	◀	⊕	⊕	▶	▶▶
Snap Attack	◀◀◀	◀◀	◀	▶	▶▶	▶▶▶
Vertical Aim	1	2	3	4	5	6
Aimed Attack	▲	⊕	⊕	⊕	⊕	▼
Standard Attack	▲▲	▲	⊕	⊕	▼	▼▼
Snap Attack	▲▲▲	▲▲	▲	▼	▼▼	▼▼▼

Weapon	Range	AP	Damage
Rapid-fire battle cannon	26"	-1	3
Thermal cannon (max range)	20"	-1	D3
Thermal cannon (half range)	10"	-2	D6
Avenger gatling cannon	20"	0	D6
Reaper chainsword	6"	-2	3 (no scatter)
Thunderstrike gauntlet	4"	-3	D6 (no scatter)
Twin Icarus autocannon	30"	0	2
Stormspear rocket pod	26"	-1	D3
Ironstorm missile pod	36"	0	D3
Heavy stubber	18"	0	1
Heavy flamer	10"	0	D3
Meltagun	12"	-1	1

**CRITICAL DAMAGE TABLE**

Location	Effect
1 Carapace Weapon	Cannot be used.
2 Carapace Section (each)	No additional effect.
3L and 3R Arm (Left or Right)	Left weapon and secondary weapon (if any), cannot be used when both left arm locations have been Critically Damaged. Same for right arm locations.
4 Tilting Shield	Cannot rotate ion shield.

Location	Effect
5 Head	Knight can only spend 2 Action Points a turn.
6 Torso Weapon	Cannot be used.
7 Torso Section (each)	No additional effect.
8 Leg Section (each)	Move 1" less when Advancing, Running or Charging (to a minimum of 0").